"play" commands;

b. rendering [unique] the [digital] information in each of the plurality of incoming [line] lines unique by assigning to each "no-play" and "play" command of a respective incoming line, a corresponding prime number Hertz frequency [sound] component, so as to provide a plurality of prime number Hertz frequency component streams;

c. simultaneously transmitting the unique [digitally-represented sound] prime number Hertz frequency component streams of each of the plurality of incoming [line] lines over the shared transmission medium in the form of a "disharmonic" [sound] chord; and

d. receiving the transmitted [sound] chord and separating each of the plurality of lines [line] contained therein [and] , so as to convert [converting it] each of the plurality of lines into [to its original, singular] streams of binary information in the form of "0"s and "1"s, by programming each line to receive only digitally-represented [sound] audio bits corresponding to the prime Hertz frequency component assigned thereto.

2. ***(Amended)*** The [system and] method set forth in claim 1, further including the step of restoring the digital coding of each line back to its [original digital sequence] binary form by converting the digitally-represented [sound] stream of 'play" and "no-play" commands to a [digital] binary stream of "1"s and "0"s.

3. ***(Amended)*** The [system and] method of claim 1 wherein said method is integrated into the software programming of a data or telecommunications switching device or server.

4. ***(Amended)*** The [system and] method of claim 1 wherein said method is programmed onto an integrated circuit chip, and integrated into the hardware design and function of a data or telecommunications switching device or server.

5. ***(Amended)*** The [system and] method of claim 1, wherein said method is used as part of an IP server that transmits voice over IP data lines, as used in Internet Telephony devices.

6. ***(Amended)*** The [system and] method claim 1, wherein said method is used to compress and store digital information on devices including magnetic tape, CDS, computer hard drives, and computer memory chips.

7. ***(Amended)*** The [system and] method of claim 1, wherein said method is used to transmit digital information over a voice and data transmission media including T-1, frame relay, satellite, ATM, and fiber optics.

8. ***(Amended)*** The [system and] method of claim 1, wherein said method is used in the construction of computer microprocessors.

9. ***(Amended)*** The [system and] method of claim 8, method is used to create megabit computer processing chips or computer processing chips of a determinable bit size.

10. ***(Amended)*** The [system and] method of claim 9 wherein said method is used to create a computer processing chip where the size of the bit processor is not limited to 64 bits, or 128 bits, but to any size as determined by [the computer programmer, who is able to program] programming into the computer chip [the exact] a specific number of instructions [it] that the chip can deliver.

11. ***(Amended)*** The [system and] method of claim 9 [11 wherein computer programmer can allocate] further including the step of allocating transmission instructions to [its] a processor of any size, including but not limited to a 100 bit processor, a 1,000 bit processor, and/or a 10,000 bit processor.

12. ***(Amended)*** The [system and] method of claim 1, wherein computer and machine instructions in digital coding [is carried on] are performed using prime number Hertz frequencies.

13. ***(Amended)*** The [system and] method of claim 1, wherein said method is used to

store and/or transmit digital information representing video, images, data and/or voice.

14. ***(Cancelled)*** A method of conveying over a common transmission line without interference therebetween a plurality of incoming binary bit streams, each carrying digital information, comprising the steps of:

a. rendering each binary bit stream unique by assigning to it a respective primary number Hertz frequency whereby the resultant bit stream is converted into a sound bit stream whose sound depends on the frequency assigned to it; and

b. simultaneously transmitting the plurality of sound bit streams as a disharmonic chord over the common line.

15. ***(Cancelled)*** A method as set forth in claim 14, further comprising the steps of receiving the transmitted sound chord, separating the chord into individual sound bit streams, and decoding each individual sound bit stream to recover the digital information carried thereby.